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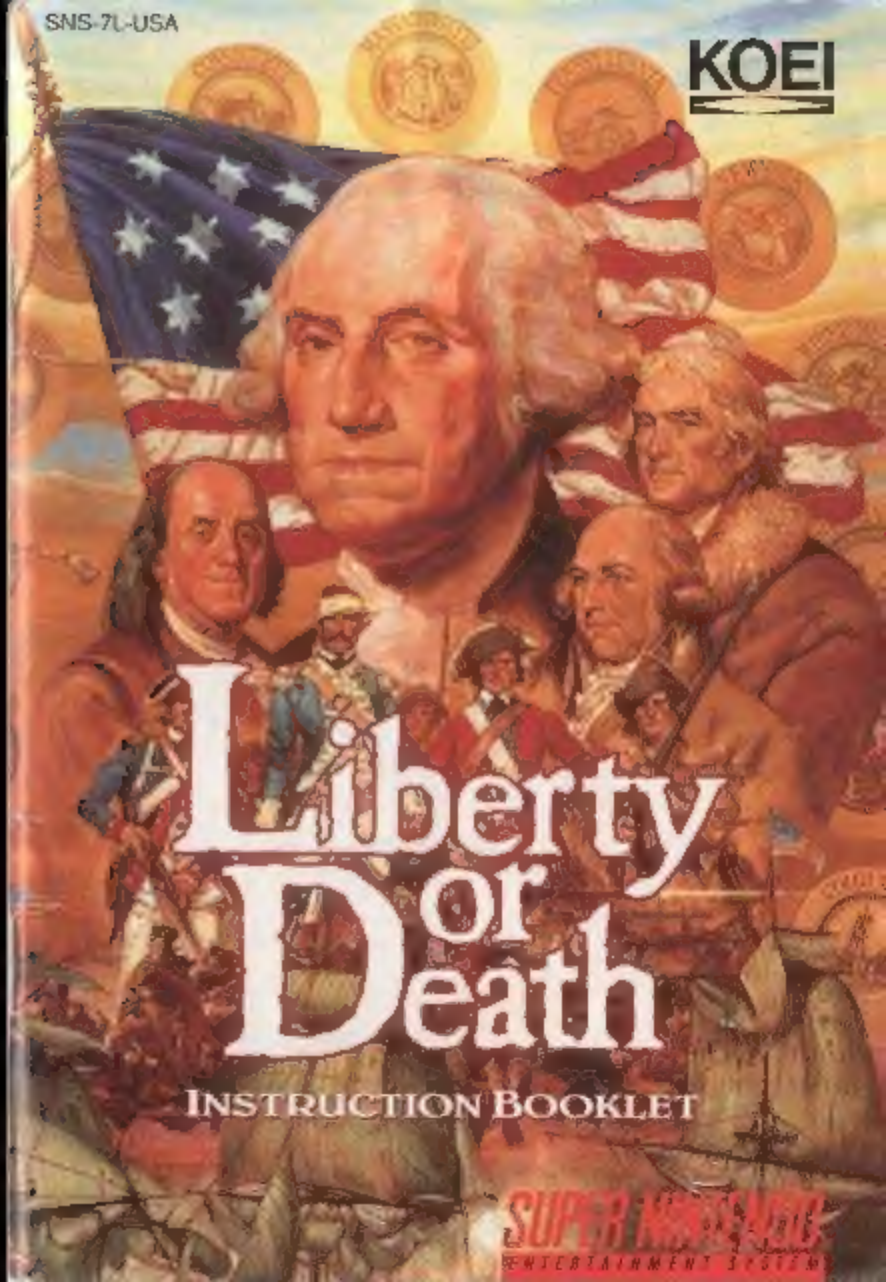

Liberty or Death

INSTRUCTION BOOKLET

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Liberty or Death

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Introduction

At the conclusion of the French and Indian War, Mother England saw the great competing powers of France and Spain subdued and her empire and power free to grow. The dawn of this golden age, however, never arrived. The upheaval that prevented it came from the most unlikely quarter: Britain's own colonies in North America. These colonies were populated with good Englishmen, trade with whom was highly valuable to the Crown. However, because of their character, these men would not bear the same excesses from the head of their empire as those in England's more 'foreign' colonies. The taxation and exploitation, intrinsic to the mercantile economy they supported, first troubled then enraged these citizens of the Crown.

The Thirteen Colonies began to strike back at their motherland, with protests and boycotts, which were countered by armed aggression. Finally war became inevitable. The colonies created the Continental Army out of the rabble of militia gathered outside the city of Boston, a hotbed of revolutionary thought. It is here the story of **Liberty or Death** begins. As the Commander-in-Chief of either the forces loyal to the Crown, or those opposed to the unchecked power of monarchy, you must struggle for control over the destiny of North America.

Game Synopsis

Basic Play

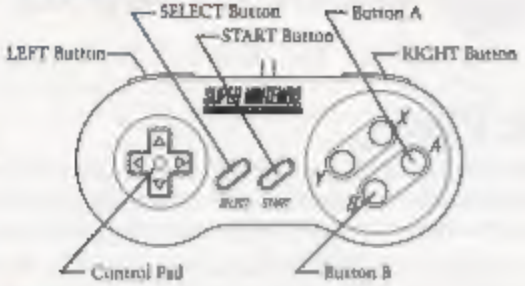
The thirteen original colonies of North America, plus the British colonies of Florida and Canada, are divided into 53 Districts. It is within these 53 Districts that the battle for the North American continent will take place.

To be victorious you must skillfully manage your men and resources, being careful not to spread your forces too thin. You must also win the favor of both the people and the government to remain in power.

In **Liberty or Death**, each game turn represents approximately two weeks. There are 24 game turns per year. At the beginning of each season, you must answer to your government. Currying favor with the government is essential to success in the game.

The ability to field an army is more important than acquiring territory in this game. Using fleet support effectively in battle is also strategically important. Keep your regiments intact and deliver decisive blows against the enemy.

Controller



Control Pad

- Scroll through commands, subcommands and selections.
- Mark positions for movement and battlefield targets.
- Press left or right to highlight Aye or Nay to Y/N questions.
- Press up or down to scroll through Officer lists.
- Move the cursor arrow to point to Districts on the District map.
- Number Input: Press left to maximize the value, press right to set the value to zero, press up and down to set specific values.

Button A

- Input commands, subcommands and selections.
- Select Aye or Nay to Y/N questions, once highlighted.
- Select the District highlighted by the cursor arrow.
- Enter numbers on number input screens.

Button B

- Cancel commands and selections.
- Escape from maps and information screens.
- Answer Nay to Y/N questions.

L/R Buttons

- Scroll through additional screens of information.

SELECT Button

- Access the Options Menu from the Main Screen Display.

START Button

- Skip to the Game Set-up from the opening story.

Selecting One Officer

When an Officer list comes on screen with only one officer selectable, use the up and down arrows on the Control Pad to highlight the Officer. Hit the A button to select the Officer and the B button to execute the command.

Selecting Multiple Officers

Use the up and down arrows on the Control Pad to highlight the first Officer you wish to select from a list. Hit the A button to select that Officer. Using this method, highlight and select all other Officers you wish. After all Officers have been selected, hit the B button to execute the command.

Wait Cursors

Throughout the game, you will see wait cursors. A wait cursor appears when a message is too long to print in a single text bubble. Wait cursors generally appear in the lower right hand corner of text bubbles. When you encounter a wait cursor, read the message then hit any button to bring up the next lines of text.

Key to Quick Play

This key to quick play will introduce you to the game, step by step, from set-up to battle.

Set-Up

- Insert the game pak.
- Turn the Super Nintendo Entertainment System ON.
- The **Liberty or Death** opening story will begin. Press Start to skip to Game Set-up.
- Select New Game.
- Select the Player vs. Computer setup. (The 0-player game will run a demo).

  Game Setups: Player vs. Computer
  Player vs. Player
  Computer vs. Computer

- Select to play either the Americans or the British.
- Commander-in-Chief information will appear. Review the C-in-C Information. Select Aye to confirm your selection.
- Set Game Options. When all options are set, select Done.
- Final Confirmation of Settings: Select AYE if you are content with your Commander-in-Chief selection and your Options selections. The game will begin.

Enter the Game

- Continental Congress: Review budgetary information for the season.
- Request Support: Ask the Board of War Chairman and the Marine Committee Chairman (America), or the Secretary of War and the Lord of Admiralty (England) for support. (Hint: We recommend requesting additional regiments and joint attack support in the Northern region).
- Determine Officer Salaries: When the salary screen comes up, the Officers' normal salary appears. Hit A to set Officer salaries. (Hint: We recommend allocating the normal salary).

- Determine Fleet Support Budget: Select Aye to allocate money for fleet support. If playing the Americans, select Aye to contribute to the 1st fleet. If playing the British, select the fleet to which you wish to add ships. Input the number of ships to add to your fleet. (Hint: If playing the Americans, we recommend maximizing fleet support. If playing the British, add 20-40 ships to your 3rd fleet).
- Determine Mercenary Support: If you are playing the British, you will be given the option of mercenary support. Select Aye if you wish to receive mercenary support. Input the number of regiments you wish to hire. (Hint: We recommend hiring the maximum).
- Determine Regiment Support: Input the amount to allocate to your regiments. (Hint: Spend your remaining funds on this item).
- Review and Finalize Budget for the Season: If you wish to change your allocations, select Nay. Select the budget item you wish to change. Input the new amount. When you are satisfied with your allocations, select Aye.
- Sea Control: Review which side has control of the seas in the Northern, Central and Southern regions.
- Main Screen Display, Advice: Review your advisor's suggestions.
- Go to Battle: When you are in a district adjacent to an enemy district, select MILITARY-BATTLE from the Main Menu. Move the cursor arrow to point to the enemy District you wish to attack. Hit the A button to select that District. Select the Officers you wish to send to battle. Hit the B button to confirm your intention to go to battle. Input the number of Rations, kegs of Powder and amount of Gold to carry into battle. If you are satisfied with your allocations, select Aye. (Hint: We recommend that you take your advisor's suggestion regarding battle rations and that you take twice as many kegs of powder as you have troops going to battle. Gold is not essential on the battlefield).

  You may be asked whether you wish to request reinforcements from adjacent friendly garrisons. If the friendly District is blue or red, you will be asked to select Officers to command reinforcement units. Select these Officers and confirm your decision to send reinforcements. You may ask more than one adjacent friendly district for reinforcements.

- Division Placement on the Battlefield: When the battle screen comes up, you will be allowed to place your divisions on the field of combat. Move the highlighted cursor to a pink highlighted square where you wish to place your division. Hit A to place the division. After all your attacking troops are in position, the enemy units will appear on screen. A Battle Data Screen will appear giving information about the attacking and defending sides.
- Moving Divisions: To select a unit to move, place the highlighted cursor onto the unit you wish to move. Hit A to select the unit. Next, move the highlighted cursor to a pink highlighted square where you wish to move your unit and hit A. If the unit does not have enough mobility to move again, the word DONE will appear. If the unit has enough mobility, a new area will be highlighted. To proceed with the battle, please review The Battle Phase section of this manual.
- You can save your game by selecting SAVE from the File Menu at the Main Screen Display.
- Now you know the basics, good luck!

Starting the Game

At the beginning of the game you may choose to play either the British side or the American side. If you select the American side, your character will be George Washington, Commander-in-Chief of the Continental Army. If you select the British side, your character will be Thomas Gage, Commander-in-Chief of the Royal Army in North America.

Each Commander-in-Chief is equipped with a different set of character attributes. The capabilities and limitations of each Commander-in-Chief will lead to different challenges in the game.

First Time Players

If you are playing this game for the first time, we suggest that you play on the American side, with the Game Level set to Easy. **Liberty or Death** is much more challenging to win while playing on the British side.

Victory Goal

To win **Liberty or Death**, eliminate the entire enemy force or cause your opponent's government to admit defeat. If your opponent's government votes to dismiss its Commander-in-Chief, or if the enemy Commander-in-Chief is eliminated or imprisoned in battle, the game will continue with a different enemy Commander-in-Chief. In a two-player game, if the opposing player is eliminated, a computer controlled Commander-in-Chief will finish the game for the player.

Defeat

The game is lost when you are dismissed, when your government capitulates, when you are eliminated or imprisoned in battle, or when your entire army is defeated. If you wish, you may continue to watch the computer play after a new Commander-in-Chief is installed.

The game ends automatically with the passing of King George III on January 1, 1820, with a default victory for the American side.

The Main Screen

1. District Data
2. C-in-C
3. Map of North America
4. Main Commands

The main screen display is composed of a District Map, which displays one of the three regions of the North American Colonies, the Command Menu, which contains the commands for game play, and the District Data, which displays information about the District which is presently taking its command turn.

On the District Map, the coastal Districts of the New England Colonies are numbered in Light Blue, those of the Middle Colonies are numbered in Green, and those of the Southern colonies are numbered in Yellow.

Officer Ranks

Whenever an Officer list screen appears, the rank of the Officers in the District will be displayed to the left of the Officer's name. Here are the ranks from lowest to highest:

Captain

Major

Colonel

General

District Data

The top half of the District Data gives the following information: the date, the abbreviation of the state where the District is located, the District number, the District name, and finally, the picture, title and name of the District commander.

A second District Data Screen can be accessed by hitting the L or R arrows on the control pad. The number of fleets available in the District will appear at the top of the second District Data Screen.

First Screen

On the first screen of District Data, the District Data Icon area is divided into two sections. The left section gives Human Resource information. The right section gives Material Resource information. (See screen shown above).

Human Resources

Soldiers: The total number of troops assigned to Officers in the District.

Generals: The number on the right shows the total number of Officers in the District.

If you are playing on the American side, the number on the left shows the number of Continental Army Officers in the district. District Officers who are not in the Continental Army may be Officers of the Revolutionary Militia, or Officers of the French or Spanish Army. (See Warring Factions).

If you are playing on the English side, the number on the left shows the number of Royal Army Officers in the district. District Officers who are not in the Royal Army may be Officers of the Loyalist Militia.

Support: Describes the level of approval the citizens of the District have for the side that controls their District. This is shown as a percentage (1-100%).

Material Resources

Gold: The amount of gold available in the District. Gold can be used to purchase Rations, Powder, Arms, Cannons, and Boats. Gold can also be used to print Gazettes, recruit Officers, bribe enemy Officers, pay Officer bonuses, or send spies to gather information about enemy Districts.

Rations: The amount of rations available in the District. If you run out of rations during a battle before you defeat the enemy, you will lose the battle.

Powder: The amount of powder available in the District. Powder is an important supply for any army. The effectiveness of your army on the battlefield is greatly reduced without it.

Second Screen

The bottom half of the second District Data screen is also divided into Human and Material Resource sections. You can return to the first District Data screen by hitting the L or R arrows on the control pad.

Infantry: The number of Infantry units available in the District.

Cavalry: The number of Cavalry units available in the District.

Guerrilla: The number of Guerrilla units available in the District.

Artillery: The number of Artillery units available in the District. (See Unit Types for more information).

Economy: Shows the overall economic growth of the District. Borrowing is only allowed in Districts with strong economies. (See Domestic Menu).

Prices: Shows the general trend of the cost of goods, such as Cannons or Rations. This data is displayed as a range of 50% (half the normal price) to 200% (twice the normal price).

Cannons: Shows the number of cannons available in the District. One cannon unit represents enough cannons to supply an artillery unit of 250 troops. Artillery units are much more effective in battle when supplied with cannon.

Boats: Shows the number of boats available in the District.

Warring Factions

At the beginning of the game, you choose the side of the Americans, who control the Continental Army, or the British, who control the Royal Army. Your allied forces are controlled by the computer up until the time you recruit these forces. Allied forces can be recruited or can provide reinforcements when you launch an attack on the enemy.

The allied forces of the Continental Army are the Revolutionary Militia, the French Army and the Spanish Army. The only allied forces of the Royal Army are the Loyalist Militia.

You may enter an allied district by land or by sea. When you enter an allied district, the highest ranking officer in the district will automatically become the district commander. If you move low ranking Continental Officers into a district with higher ranking allied Officers, the top ranking allied Officer will remain in control of the district. If there are two Officers of equally high rank in a district, district command will be given to the Continental or Royal Officer over an allied Officer. If there are two allied Officers of equally high rank in a district, district command will be given to the allied Officer with the highest total abilities.

There are six factions struggling for power in the colonies:

Continental Army (Blue): Officers and troops enlisted and serving in the American armed forces under General George Washington.

Royal Army (Red): Officers and troops enlisted and serving in the British armed forces under General Thomas Gage.

Revolutionary and Loyalist Militias are Volunteer armies which emerge from different districts. Revolutionary and Loyalist regiments form when enemy forces threaten their home state. When the enemy threat is removed, these regiments will disband and their district will become a neutral district.

Revolutionary Militia (Green): Officers and troops which are allied with the American Continental Army.

Loyalist Militia (Pink): Officers and troops which are allied with the British Royal Army.

French Army (Light Blue): Units of troops which are allied with the American Continental Army.

The French forces allied with America will only appear after the announcement of the French Alliance (See Historical Events). These regiments will appear with a fleet, by sea. The regiments will move into coastal Districts occupied by friendly forces. If such Districts are unavailable, they will move into neutral Districts. If no neutral Districts are available, they will attack a coastal District held by the enemy in an attempt to gain territory. If the attack does not succeed, the French will withdraw. Districts commanded by the French will receive money from abroad each quarter.

Spanish Army (Yellow): Troops which are allied with the American Continental Army.

The Spanish forces allied with America will only appear after the announcement of the Spanish Alliance (See Historical Events). Spanish units will arrive in the Southern Colonies either by land or by sea. To enter the conflict, Spanish units use the same strategies as French units.

NOTE: When the armed forces listed above occupy a District, the District will change to the color of the occupying army. During battle, the Continental Army and its allied forces will appear in Blue, and the Royal Army and its allied forces will appear in Red.

Officer Information Screen

When you view an Officer (INFO-OFFICER), information is displayed on a special Officer Information Screen. Officer attributes are displayed in different colors to indicate the Officer's strength in that area:

Green: Strong **Yellow:** Average **Red:** Weak

In the example shown above, the Officer Aaron Burr is strong in Body and Men, average in Loyalty, Arms and Morale, and weak in Training. Since training is Aaron Burr's weakest area, the player should consider training Aaron Burr's troops.

Officer Data

Name: If the Officer is a District Commander, a "DC" will appear to the left of his name.

Portrait, Rank, Regiment Name: To the right of the Officer's portrait, you will find the Officer's rank and the name of the regiment he commands.

Unit Type: Specifies the type of troops serving under the Officer. Unit Types are shown graphically. The four Unit Types include Infantry, Cavalry, Guerrilla and Artillery units (See District Data Icons).

Officer Health: Gives the physical condition of the Officer. Officer Health is shown graphically.

Body: Describes the Officer's physical ability to perform tasks and commands. The first number shows the Officer's present Body status. The second number shows the Officer's maximum Body status. The Officer's present Body status changes as he receives orders or is affected by sickness.

Loyalty: Shows the Officer's loyalty to his Commander-in-Chief. No number is displayed for the Commander-in-Chief himself. This number changes depending on the treatment each Officer receives throughout the game.

Regiment Data

Regiment Data gives information specific to each officer's regiment. With the exception of Men, Regiment Data ranges from 1-100.

Men: The number of men presently enlisted in the regiment compared to its possible maximum. The maximum number depends on the unit type. Infantry units may have up to 500 men, while others units may have more than 250 men. The number of men in a unit may change if the regiment suffers casualties from war or disastrous events.

Training: Shows how well drilled the officer's regiment is (See Military Menu). The rating of a regiment determines how ready the regiment will be to fight in battle.

Arms: Describes what percentage of the regiment is equipped to wage war against the enemy. This figure may be improved by buying arms and may decrease in war. (See Materials Menu)

Morale: Describes the soldiers' enthusiasm for fighting. If morale drops too low, you may have a mutiny on your hands. Morale can be raised by giving bonuses or furloughs. (See Personnel Menu)

Officer Traits

Officer Traits give values between 1-100 to the abilities of your officers. These traits do not change throughout the course of the game.

Leadership: Describes the Officer's ability to lead men and to act on his own initiative.

Tactics: Shows the Officer's knowledge of war as well as his sheer cunning and ability to devise winning strategies on the battlefield.

Discipline: Describes the Officer's ability to receive and carry out orders and to understand his place in the military hierarchy.

Reputation: Describes how the Officer is seen by others. This figure changes according to the deeds an Officer performs.

The Command Turn

The Command Turn rotates between Districts in each of the three regions on the main map: the Northern, Middle Colonies and Southern Colonies. At the beginning of the command turn, one of these regions will be selected at random. Once a region is selected, each District in the region is allowed to issue commands for that turn. The total command turn rotation covers two weeks of game time.

File Menu

The File Menu can be brought up from the main screen display by hitting the Select button. The File Menu contains the following commands:

Options: By selecting OPTIONS you can change the Message speed, whether the game Music will be played in mono or stereo, whether to show Battles you're not involved in, whether to view Animation, and whether to receive Advice from an Advisor at the beginning of each game turn.

Hot Keys: Allows you to assign particular commands to the X button and the Y button. If you use a command combination consistently throughout the game, you may want to define it as a Hot Key.

Save: Record your current game for future play. Up to two games can be saved.

Quit Player: You can exit the game with this command. If you are playing a two-player game, the 2nd player will be given the option of staying in the game when you exit. If you are playing a one-player game, you can choose to watch the computer finish the game for you.

Quit Game: Exit from **Liberty or Death.**

Restart: You can use this command to restart the game from the opening set-up.

Main Menu

The Main Menu is the command menu which appears on the Main Screen Display. There are five Main Menu categories: Domestic, Materials, Personnel, Military and Info Menus.

Many commands can only be carried out by the Commander-in-Chief. Other commands can be carried out by any Officer with the required number of Body points. Commands will decrease the Body points of the officer executing the command. The Body point cost of a command will be shown on screen.

• Domestic Menu

The commands contained within the Domestic menu deal with the domestic duties of running a District. These commands affect popular support in the District, the transfer of materials between Districts, and the debt incurred by the District.

Parade: Any Regiment, Body Cost = 40

Throw a parade to raise popular support in this District. A parade is many times more effective than a speech. The more regiments you choose to parade, the more popular support you will gain.

Gazette: Any Officer, Body Cost = 50

A propaganda broadside will be written to raise popular support in the District you are in. The more printers in the District, the more effective this will be.

Send: Any Officer, Body Cost = 30

Send supplies, Patriots, Privateer cards to adjoining Districts. You can only send supplies to adjoining Districts. Sending supplies to Districts you are fighting for will be a crucial strategic action in this game. Do not let Districts fall to the enemy merely because they are poorly supplied!

Borrow: C-in-C, Body Cost = 20
Borrow money from financiers in wealthy Districts. Borrowing is only allowed in Districts with strong economies. Although you can pay off loans over a long period of time, this command should be used sparingly.

• Materials Menu

The commands listed under the Materials Menu deal with the purchase of Rations, Powder and Arms, and the construction of Cannons and Boats. These commands are essential to keeping District troops well supplied.

Buy Commands: Any Officer, Body Cost = 20
When using Buy commands, the cost of the materials you wish to buy depends on the Price Index in the District. Quantities of goods may be limited and the cost of goods may be high, unless the Dutch Merchant is in the District. (See Turn Events).

- **Rations**
  Send an Officer to market to purchase rations for the garrison. Strategically, it is important to keep at least as many units of rations on hand as there are troops in the District.
- **Powder**
  Having a sufficient supply of gunpowder is essential to a District's effectiveness in battle. It is wise to keep twice as many units of gunpowder on hand as there are troops in the District.
- **Arms**
  Send an Officer to buy arms for the garrison. After purchasing arms, you will distribute them among the regiments. Well-armed troops will increase a District's effectiveness in battle.

Build Commands

- **Cannon:** Officer with Tactics > 70, Body Cost = 40
  Construct cannons and distribute them to your artillery regiments. These guns will be ready for use in battle within one command turn.

- **Boats:** Officer with Tactics > 50, Body Cost = 40
  A unit equipped with boats will be able to cross deep water in order to engage and attack enemy units located across rivers and other deep bodies of water.

• Personnel Menu

The commands contained in the Personnel Menu deal with Recruiting new Officers, Bribing enemy Officers, giving Bonuses and Furloughs to Officers and authorizing allied District commanders to take command of key Districts.

Recruit: C-in-C or DC, Body Cost = 30
Ask a militia leader in an adjacent District to place his forces under your command. Note that the Continental side can recruit only from the Revolutionary side and the Royal side can recruit only from the Loyalist side. Select the District to recruit from and the amount of Gold to offer. If successful, all regiments in the District will become regular units (Continental or Loyalist) under your control.

Bribe: Any Officer, Body Cost = 40
Ask an enemy Officer in an adjacent District to join your side. Select which Officer should offer the bribe, which District was the Officer you wish to bribe will be in, the Officer you wish to bribe, and how much gold to offer in the bribe. If you are successful, the Officer and his regiment will fall under your control.

NOTE: You must use the SPY command to gather information about the Officer you wish to bribe before you will be allowed to make a bribe offer.

Bonus: C-in-C or DC, Body Cost = 20
Give gold to increase Officers' Loyalty and regiments' Morale. Choose the Regiment to receive the bonus and the amount of Gold to give.

Furlough: C-in-C or DC, Body Cost = 20
Give troops a vacation of up to six weeks, or 3 turns. A furlough increases Officers' Loyalty and regiments' Morale. Units will be

unavailable for the number of turns you allow them leave. Select the Regiment to Furlough and specify the number of turns allowed for Furlough.

Authorize: C-in-C only. Body Cost = 0

Give control of a District to a District Commander. The District Commander will have local monthly commands for the District. The Authorize command can be used to revoke delegated authority and to regain direct control of the District.

• Military Menu

The commands encountered in the Military Menu all directly affect the Regiments in a District. The Military commands allow you to Move troops, Draft new troops, Re-form damaged regiments, Drill troops to increase their skills, Organize troops under the officers in a District.

Move: Any Regiment. Body Cost = 50

Send regiments by land or by ship to any District. If the District you send troops to is controlled by another General, Districts will select the Regiments to attack, but you must provide the materials to bring: Rations, Gold, and Powder.

Draft: Any Officer. Body Cost = 20

Add troops to existing regiments. Choose officers with high Leadership abilities to draft the troops. The more money you spend, the more likely you will be able to recruit the maximum number of men. It is possible to completely build a regiment with new recruits, but it will be more effective if you add troops to regiments that have seen action.

Re-form: C-in-C or DC. Body Cost = 20

Increase the number of men in a regiment to the maximum troop level. You can Re-form a regiment by sending the regiment to the War Office. After a certain number of game turns the regiment will return with all its soldiers ready for combat. Note that while a regiment is being re-formed it will be unavailable to perform commands or go to battle.

Drill: Any regiment. Body Cost = 40

Train your District's regiments. Drilling regiments will increase their battle skill. Training may be increased up to 70 through repeated drills. The regiment must participate in battle to raise Training skill above 70.

Battle: Any Regiment. Body Cost = 40

Send regiments to attack adjoining Districts by land. More distant Districts may be attacked by naval vessels in port. Choose the Districts and regiments, supply them with Rations, Powder and Gold, then deliver a decisive blow to the enemy.

Organize: Any Officer. Body Cost = 0

Redistribute men and supplies among your regiments to make your fighting force more formidable.

Commandeer: Any regiment. Body Cost = 40

Order regiments to seize supplies from the citizens of a District by force. Support in the District will decrease. Instead Rations will increase.

• Info Menu

Officer: C-in-C or DC. Body Cost = 0

View information about the officers in the District to examine their strengths and weaknesses.

District: C-in-C or DC. Body Cost = 0

View data concerning Districts under your control as well as neutral Districts you are considering acquiring. You will be allowed to choose sub-commands which will allow you to view the District's Officer information screen, or the District's terrain map.

Government: C-in-C or DC. Body Cost = 0

Examine the Trust the members of your government have in your leadership.

States: C-in-C or DC Body Cost = 0

Review information about the different colonial states such as Popular Support, Income, and the number of Districts occupied in a particular state.

Spy: Any Officer Body Cost = 50

Gather information about an opponent's strength. Choose an Officer with High Tactics to be a Spy. You will be given access to the enemy's Officer information, District Data, and Terrain Map. If the Spy is caught, he will be removed from the game and his regiment will disband.

NOTE: You must use the SPY command to gather information about an Officer you wish to Bribe before you try to Bribe him.

Ending the Command Turn

After you have ordered your officers to execute commands for the present Command Turn, you will be ready to end your Command Turn. When the Main Menu is on the Main Screen Display, hit the B button to Rest.

The Government Phase

At the beginning of each quarter (before January 1, April 1, July 1, and October 1), there will be a Government Phase. During the Government Phase, you must answer to the politicians in your government and try to gain their support.

In the Government Phase, any income from the previous quarter will be totaled and displayed. The Navy Officer will report on any goods seized at sea and the Foreign Officer will report on foreign aid. This income will be added to your new budget.

On the basis of the overall mood of the government, a certain number of Promotions will be awarded. The Commander-in-Chief may then distribute these to the Officers he feels are most worthy. Note that the Commander-in-Chief may choose not to award all promotions and that Officers may not be promoted more than once per quarter. Promotions increase the Loyalty and Reputation of awarded Officers and boost the Morale of their regiments.

Officers' salaries will rise with promotions:

Rank	Quarterly Salary Per Rank
Captain	150
Major	210
Colonel	270
General	300

Vote of Confidence

If six or more politicians agree that you are not doing well, they may call for a Vote of Confidence. If two-thirds of the government votes for your dismissal, you will be removed from your post and another Commander in Chief will be selected. If you are removed from office you will lose the game.

Budget

Each state gives money to the Government which it supports. The amount each state pays is paid is based on the Economy, Popular Support, and political Trust of the state.

Some States may pay the Government in Rations instead of Gold. The Rations are given to the Commissary General in the Allocation Phase. The Royal Army will receive additional funds from overseas.

Once income from the states is received, you can set new monthly salaries for your Officers. You can decide to hold the payment of the Officers' salaries and use the money elsewhere in your budget, however Officer Loyalty will decrease.

Making Requests

As Commander in Chief, you may make specific requests to the Government if you are needy in some areas.

If you are playing on the American side, you may ask the Marine Committee Chairman for fleet assistance. You may also ask the Board of War Chairman for new regiments and Officers if you need them. If you request new regiments, the Board of War Chmn will decide how many new regiments to make based on the average Trust of the Government. Regiments will be chosen from the reserve at random. The Board of War Chmn will tell you where the new regiments will come from and how many there will be. You can ask the Marine Committee Chmn to attempt to gain sea control in one of the regions, perform a joint attack, or transport troops.

If you are playing on the English side, the Secretary of War and the Lord of Admiralty will perform the same functions as the American Board of War Chairman and Marine Committee Chairman, respectively.

If you are playing on the American side and if the French and Spanish Armies join the war, you may also make requests to their Marine Committee Chairmen.

Allocation Phase

The Allocation Phase is a part of the Government Phase. During Allocation, the amount of Gold, Powder, and Rations which each department receives from the Government will be displayed.

In the Allocation Phase, the player controlling the British side will be able to use Gold to buy Hessian Mercenary Regiments. Each Mercenary Regiment costs 100 Gold. Mercenary Regiments are formed throughout the game and will be available for recruit only during the Government Phase.

Military Department

In **Liberty or Death**, there are Officers who are in charge of supplying the naval Backup, Rations and Gunpowder necessary for the Commander-in-Chief's efforts. During Allocation, these Officers ask for the additional funds they may need to accomplish these tasks.

In addition, you must allocate Budgetary Funds for the season. You must decide how much to pay your Officers, how much to provide to the Commissary and Quartermaster, whether to increase the number of ships in your fleet, whether you need mercenary support, and how much to pay your regiments. (See Making Requests).

Commissary and Quartermaster

The Commissary General and Quartermaster General will receive goods during the Government Phase. Rations are given to the Commissary General. Powder is given to the Quartermaster General.

The Commissary General and Quartermaster General decide whether to ask for more money or goods after determining if all the regiments on your side have sufficient Supplies.

Marine Committee Chairman

The Marine Committee Chairman decides whether to ask for funds for your fleet based on a comparison of your fleet's strength and the enemy's fleet strength. If your fleet is at maximum strength, the Marine Committee Chairman will not ask for your support.

Helping Your Districts

After distributing funds to your Officers, you can distribute whatever Gold remains to your Districts. When all the Gold is distributed, you will be asked to confirm your choices and complete the Allocation Phase.

The Rations and Powder are then delivered to Districts on each side before the next Command Turn begins. Rations and Powder are distributed evenly among all Districts held by the regular armies of your side.

The Battle Phase

Battles take place during the Command Turn after a C-in-C or DC launches an attack with the Battle command. A maximum of 32 Regiments and 4 fleets may attack an enemy District at one time, as described below:

Attacking Regiments	
Attacking Units:	8 Regiments Max + 2 Fleets
Reinforcement Unit 1	6 Regiments Max
Reinforcement Unit 2:	6 Regiments Max
Defending Regiments	
Defending Units:	20 Regiments Max + 2 Fleets
Reinforcement Unit 1	6 Regiments Max
Reinforcement Unit 2:	6 Regiments Max

The maximum length of a battle is 15 days. Each day is split up into six turns for a maximum total of 90 turns per battle. The Attacking Units or Defending Units may bring two fleets to battle either by going to battle by sea or by requesting fleet support during the Government Phase. The Defender must already have one or more fleets in the defending District to battle by sea. Reinforcements may not arrive by sea, nor may the District Commander participate in the battle.

During battle, the Continental Army and its allied forces will appear in Blue and the Royal Army and its allied forces will appear in Red.

Terrain Types

Terrain Bonus: The bonus points which will be added or subtracted from your defensive ability on specific Terrain.

Clear: Mobility Cost = 5, Terrain Bonus = 0
Plain or flat land. Clear terrain is the easiest to move through but provides little cover.

Forest: Mobility Cost = 4, Terrain Bonus = -1
Tree covered land which only Infantry and Cavalry units may enter. Units which enter the forest disappear from view and can ambush passing enemy units.

Hill: Mobility Cost = 5, Terrain Bonus = -1
Land with raised ground that provides a tactical advantage for any unit. A hill is fairly difficult to climb.

Mountain: Mobility Cost = 5, Terrain Bonus = -2
Raised land or rocky ground which only Infantry units may climb. Only Infantry units can ambush passing enemy units from Mountain positions.

Water: Mobility Cost = 5, Terrain Bonus = 0
A river or lake area. Water can only be crossed by a Fleet unit with Boats, or by building a Bridge.

Shallow: Mobility Cost = 4, Terrain Bonus = 1
A Shallow water area which a unit may cross on foot by building a Bridge or using a Boat. Shallows are difficult to enter. Boats may pass through Shallows; Fleets may not.

Bridge: Mobility Cost = 3, Terrain Bonus = 1
A river or lake area with a bridge built across it. Bridges can only be built by Artillery units. Bridges can be crossed by any land based unit, but not by Boats and Fleets. Bridges can be destroyed by Artillery units, or by Fire Ships.

Sea: Mobility Cost = 5, Terrain Bonus = 0
An open sea area. Only Fleets and Boats can cross the Sea. Bridges cannot be built across the Sea.

Town: Mobility Cost = 4, Terrain Bonus = -2
An inhabited area. Towns provide some cover from attack but citizens may be angered by the forces occupying the town.

Fort A: Mobility Cost = 4, Terrain Bonus = -4
An area with a strong Fort. These Forts come with reinforced walls and optimum Cannon positions.

Fort B: Mobility Cost = 4, Terrain Bonus = -4
An area with an average Fort. Type B Forts have fewer defensive advantages than Type A Forts.

Unit Types

The Mobility Points of each Unit Type are renewed at the beginning of each battle turn.

Infantry: Mobility Points = 5
Infantry units are foot soldiers. Infantry units were also known as Grenadiers during the Revolution. An Infantry unit can execute a special Bayonet attack on any enemy units positioned outside Forts or Towns.

Normal Attack: Musketry
Special Attack: Bayonet Charge

Cavalry: Mobility Points = 7
Cavalry units are soldiers on horseback. At the time of the Revolution, they were also known as Dragoons. If attacking a weak enemy unit, Cavalry units can do much damage by charging and Ambushing the enemy. A Cavalry unit can execute a special Charge attack on any enemy units positioned outside Forts or Towns. Cavalry units can launch special Ambush attacks from Forest positions.

Normal Attack: Saber & Pistol

Special Attack: Charge
Special Attack: Ambush (surprise attack)

Guerrilla: Mobility Points = 5
Guerrilla units were known as "Rangers" in the New World and as "Jaegers" (German for "Hunters") in Europe. This versatile unit can execute special Ambush attacks from Forest and Mountain positions.

Normal Attack: Riflery
Special Attack: Ambush

Artillery: Mobility Points = 3
Artillery units are tremendously skilled in the art of war. During the Revolution, Artillery units were also known as "Engineers" due to their ability to build strategic structures on the battlefield. Artillery units have good firepower when equipped with Cannon and are indispensable for building bridges across rivers.

Normal Attacks: Musketry or Hand-to-Hand (if without cannon)
Barrage: Cannon
(Note: No damage is done to the attacking unit on Barrage attacks.)

Fleet: Mobility Points = 5
Controlled by the computer, the fleet can deliver devastating Barrage attacks against enemy positions. Fleets diminish their own Powder supplies for attacks and do not decrease land based Powder supplies.

Normal Attack: Barrage
Attack Strength: 30 when attacking adjacent units.
26 when attacking non-adjacent units.

Fire Ship: Mobility Points = 5
Fleets or Boats may be turned into Fire Ships and launched in an attempt to sink or weaken enemy Fleets or Boats. To launch a Fire Ship, you must set its direction towards an enemy Fleet or Boat. Once launched, the ship will continue in the same direction until it runs into something or is extinguished.

Attack Strength: 26

Battle Commands

In order to issue orders to a battlefield unit, you must first select a unit. Move the cursor with your control pad until it is positioned on the unit you wish to select. Hit the A button to select the unit.

The area around the unit you select will highlight Pink or Yellow as described below. Once highlighted, you may issue the following commands:

Move

Enter an adjacent area. Movement is limited by the unit's Mobility Points and the Terrain in the District. (See Terrain Types.)

After selecting a unit, move the cursor with your control pad to select a Pink highlighted area where you wish to move. Hit the A button to move. When a unit has expended its Mobility Points, the word "Done" will appear on the unit.

If you have selected a unit which is adjacent to a Bridge, but is not an Artillery unit, a Blue highlight will appear on the Bridge. If you select the Blue highlighted area, the unit will move onto the Bridge.

Attack

All Regiments can launch attacks on an adjacent enemy unit. Once you have selected a unit, adjacent enemy units will be highlighted in Red. Move the cursor with your control pad to select the enemy unit you wish to attack and hit the A button to attack that unit. Regiments can attack adjacent enemy units after moving if the regiment has enough mobility.

Artillery units can attack enemy units which are two spaces away. This battle technique can be used to effectively attack enemy units using Forts for defense.

Bayonet Charge

Besides damaging the enemy, a bayonet charge can dislodge an enemy unit from its position. The chance for a successful attack is based on the number of men in the unit and the Training of the attacking unit.

Charge

During a Charge, a Cavalry unit attempts to forge through a defending unit. If the Charge is successful, the Cavalry unit will move through the enemy unit. The chances of an enemy unit being moved out of position or of an Officer being eliminated increase during a Charge.

Build Bridge

Only Artillery units can build Bridges. Officers with high Tactics abilities are more likely to succeed in constructing a Bridge.

In order to build a Bridge, you must first select an Artillery unit adjacent to Water. After selecting a unit, a Yellow highlight will appear on the Water. If you select the Yellow highlighted area, you will be given the opportunity to build a Bridge over the Water.

Blow Up Bridge

Only Artillery units can blow up Bridges. Officers with high Tactics abilities are more likely to succeed in demolishing Bridges.

In order to blow up a Bridge, you must first select an Artillery unit adjacent to a Bridge. After selecting the unit, a blue highlight will appear on the Bridge. If you select the Blue highlighted area, you will be given the options of moving onto the Bridge or blowing it up.

Battle Options

Battle Options can be accessed by highlighting a unit with the cursor, selecting the unit by hitting the A button, then hitting the A button a second time.

Entrench

If the unit is located on a Clear area or on a Hill, the unit can Entrench. When a unit Entrenches, the soldiers dig trenches and build temporary defensive reinforcements. Entrenching gives additional strength to the unit's position.

Retreat

At any time during battle, units from either side may Retreat to friendly adjacent Districts. This command is not always successful. Some units may be captured while trying to retreat.

End Turn

The End Turn command ends your battle turn after you are finished issuing orders to regiments. Make sure that none of your units are selected and hit the B button. You will be given the chance to end your battle turn if all your units have expended their Mobility points, your battle turn will end automatically.

Battles Events

Officer Eliminated or Injured

For Barrages, Ambushes and successful Charges, there is a chance the defending Officer will be seriously injured.

Unit in the Water

If a unit is on a Bridge or in a Boat and the Bridge or Boat is destroyed, the unit will plunge into the water and will lose troops. A Bridge or Boat can be destroyed by a fire ship or through an artillery attack by a Fleet or by an Artillery unit.

Commander Captured

If a unit is reduced to zero men in battle and if the unit Commander survives, the unit Commander will be captured by the enemy. Commanders can also be captured while trying to retreat from the battlefield.

The Event Phase

Just before the command turn begins each season, special events may occur. Some events will affect the player negatively, while others will benefit the player. When special events occur, a map will come up showing the Districts which were affected.

Seasonal Events

Attrition

At the beginning of each season, some District data values will drop due to attrition and normal wear and tear.

Fever

From time to time Fever may spread among the citizens of a District. It reduces Officer Body points, unit Morale, and the number of troops in the District. This event may continue for several turns after the first outbreak. No District may be affected by Smallpox and Fever at the same time.

Smallpox

From time to time Smallpox may spread among the citizens of a District. It can seriously reduce Officer Body points, unit Morale, and the number of troops in the District. This event may continue for several turns after the first outbreak. No District may be affected by Fever and Smallpox at the same time.

Severe Winter

Severe Winters occur in the North during the winter season. The cold reduces Officer Body points, unit Morale, the number of troops in a District, and District Supplies. Severe Winter prevents Fleets from entering or leaving a District. Harsh winter weather can last for several game turns. Fleets may not enter or leave a District during severe winter. No more than one bad weather system can affect a District at any one time.

Heat Wave

Heat waves occur randomly during the summer months. Heat waves reduce Officer Body points, unit Morale, the number of troops in a District, and District Supplies. Heat waves do not prevent Fleet movement, but may continue for several game turns.

Storm

Storms occur at random times and locations. They reduce Officer Body points, unit Morale, the number of troops in a District, and District Supplies. Storms prevent Fleet movement and may continue for several game turns.

Command of the Seas

Each quarter following the Government Phase, the British and American naval forces struggle for control of three regions: the Northern, Central, and Southern coastlines. Command of the seas is determined after Fleets moving to new regions do battle with the Fleets controlling those regions.

Vote of Confidence

Politicians with low trust in your political ability may call for a Vote of Confidence. The Executive Officer will chair the vote, listing those supporting you to vote Aye, and those opposed to you to vote Nay. Dismissal requires a two-thirds majority vote against you.

Seized Goods

The Navy Officer will inform you of any goods seized by your Fleet on the high seas during the quarter. If your Fleet has control of the seas in a region, your Navy will capture goods from ships in that region. Captured goods will be added into your new budget.

Foreign Aid

Friendly foreign powers may occasionally send Supplies to the American forces. You will be informed by the Overseas Officer of any aid received from foreign countries. Foreign Aid will be included in your budget. It is possible that a foreign power will donate a small Fleet to the war effort.

After the French and Spanish join the war, they will contribute directly to the American cause rather than sending Foreign Aid.

Turn Events

Attrition

At the beginning of each turn, some district data values will drop due to attrition and normal wear and tear.

Officer Resigns

When an Officer has low loyalty, he is likely to tender his resignation. When an Officer resigns, his regiment disbands. You will be given a chance to prevent your Officer from resigning by choosing to accept the Officer's resignation. If so, your Advisor will tell you whether or not a bounty will convince the Officer to stay. If a bounty will be offered, your Advisor will decide how much such a bounty must be offered to keep the Officer.

Mutiny

An Officer with low loyalty may even lead his men to Mutiny. Before the mutiny occurs, you will be informed that the regiment is becoming rebellious. You will be given a chance to prevent the regiment from mutinying. The regiment will decide whether your goods and a bounty will be more likely to make them stay. If a bounty is requested, the regiment will decide how much of a bounty must be paid.

Blockade

Use your Command of the Seas to stop enemy ships and seize their supplies. Fleets performing blockades protect the region in which they gained command of the seas.

Privateering

In a successful Privateering maneuver, your warships will break through enemy blockades and seize ships and goods on the high seas.

Foreign Aid

Foreign aid may arrive from friendly governments. This aid will be delivered by the Dutch. You will find out what aid foreign nations have sent during the Government Phase.

Volunteers

Volunteers are soldiers from outside America with sympathy for the American side. They will offer their services to a War Officer. If you make the Volunteers a commissioned officer, the War Officer will raise a regiment for the new Officer to command.

New Regiment

New Continental regiments will appear at new muster districts as War Officers promote them. These regiments will appear in friendly controlled Basic Suite districts in the Northern Colonies. If no District in the same region, or linked to it by land, is available, the regiment will appear in a different region.

Royal Army and Loyalist regiments will arrive by Fleet from overseas. These units will appear at coastal Districts.

Dutch Merchant

A merchant from the Netherlands, with goods to sell, will appear in a friendly District under American control. The Dutch Merchant will only appear in one district at a time. The merchant may stay in a district for many game turns or may leave abruptly.

Fleet Movement

Newly constructed Fleets will appear in your coastal Districts. Once the Fleet arrives, it can be used for transport or for battle. A Fleet will appear in only one District at a time.

If you gave your Fleet orders for Joint Attack support in a region, the Fleet will remain in this region until given other orders. If the enemy has Command of the Sea, the target District for Joint Attack must be an adjacent District. If the enemy does not have Command of the Sea, the target District must be in your region, or in an adjacent region.

If you give Transport orders to your Fleet you must specify the District from which to Transport. The Fleet will stay in this District until transport has been completed. Fleets which are not Privateering or Blockading will only appear in coastal Districts which are not held by the enemy.

Prisoner Escape

Prisoners can escape at any time in the game. The greater the number of prisoners you hold and the more difficult the game level is, the more likely it is that your prisoners will escape.

Historical Events

Independence

Morale of American troops as well as support for America will rise throughout the colonies when the American Congress signs the Declaration of Independence. The Declaration of Independence can only be signed after all British forces have been removed from the 13 Colonies. The 13 Colonies include all Districts on the Main Screen Display except for Districts #7, 8, 9, 52 and 53 located in Canada and Florida.

Anglo-Dutch War

Each time Foreign Aid or a Dutch Merchant arrives in America, the chance of open hostility between the British and the Dutch rises. As the Dutch continue to supply the colonies with raw materials, the British will declare war against the Netherlands. After declaring war, England will seize the port of St. Eustatius in the Caribbean. After the Anglo-Dutch War is declared, the American side will no longer receive Foreign Aid and the Dutch Merchant will no longer appear.

French Alliance

The French will join the American cause only if they feel that the American forces have a chance of winning their revolutionary struggle. The Americans must deliver a decisive defeat to the British Army in order to convince the French that they can win the war. News of a decisive American victory will take one month to reach France. After hearing of such a victory, the French will lobby and debate whether to become an American ally for a few months. If an alliance is forged, the French will contribute Fleets, Regiments and Supplies to the American side. The French may only join the American cause once.

Spanish Alliance

If France allies with America, Spain will also eventually form an alliance with America. After the announcement of the French Alliance, several game turns may pass before the Spanish Alliance is forged. After Spain becomes an American ally, the Spanish will contribute Fleets, Regiments and Supplies to the American cause.

"Common Sense" Published

Thomas Paine may publish this revolutionary pamphlet in 1776. During this time, many political discussions centered around the need for neutrality and reconciliation with England. "Common Sense" was a call for American independence, written in English simple enough for all Americans to understand. If published, 50,000 copies of this pamphlet will be read and discussed throughout the colonies. The publishing of "Common Sense" will lead to a rise in support for America throughout the colonies.

British Force American Congress into Exile

If given the opportunity, the British Army will capture Philadelphia, forcing the American Congress into exile. If the British succeed, George Washington's political Trust level will decrease. If the American Army is able to recapture Philadelphia, George Washington's political Trust will increase.

Benedict Arnold Defects

Benedict Arnold is an American Officer who has provided valuable service to the American cause. However, his quarrelsome and vain character may lead to a drop in loyalty if he is not rewarded for his efforts. If Benedict Arnold's loyalty drops too low, he may betray the American cause and defect to the British side.

Nathan Hale's Martyrdom

Nathan Hale is a young Officer in the Continental Army. If Nathan Hale is captured in battle, the enemy may choose to eliminate him. Before being eliminated, Nathan Hale will give a speech to his fellow Americans. This speech will lead to Nathan Hale's fame as a martyr for the American cause and will raise Support for America throughout the colonies.

Conway's Cabal

In **Liberty or Death**, if George Washington is met by a series of battlefield defeats, Thomas Conway, Horatio Gates and a faction of Congressmen may hand together to seek the removal of George Washington from the position of Commander-in-Chief. The efforts of this group to make Horatio Gates the new Chief is known as Conway's Cabal. If the cabal succeeds, the American Chief will be dismissed. If the cabal fails, Thomas Conway will be dismissed from Duty and George Washington's political Trust will decrease.

Government Orders

The following three events are special orders the Government can assign to a player. If the player completes the assignment, they will receive a special Bonus.

Return to Philadelphia

If the Continental Congress is chased out of Philadelphia by British troops, Congress may order George Washington to drive the British out so that the Continental Congress may return.

Occupy a Region

Completion of this task will give the player's army a great strategic advantage. Occupying all of the Districts in a region will give the player a large strategic base from which to launch attacks.

Capture the Enemy Commander-in-Chief

After the enemy Commander-in-Chief is captured, the player will be given the chance to exchange him with imprisoned American Officers.

History of the Revolutionary War

The Battle of Breed's Hill

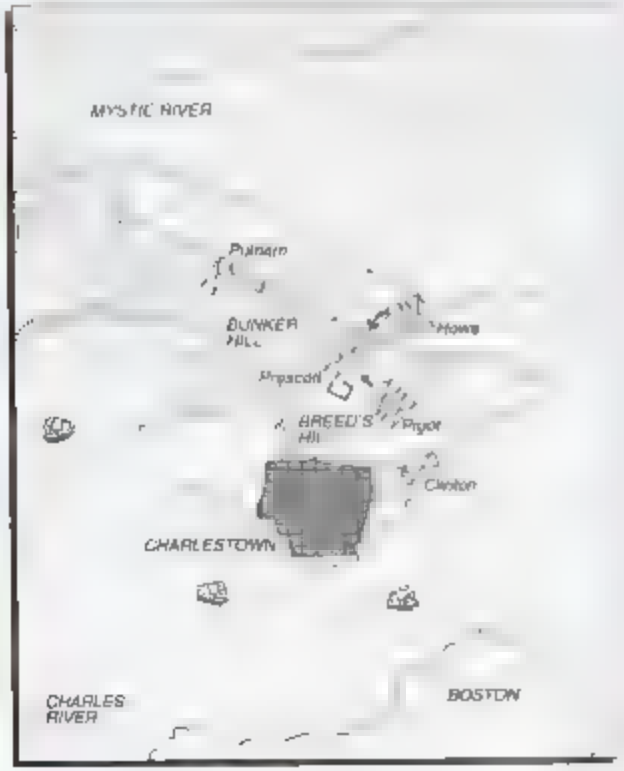
On June 16, 1775, on Bunker Hill, the Americans talked of war with the British. At the insistence of Brigadier General Putnam, they chose Breed's Hill as the site for the coming battle and began building their redoubt. The very next day a British scout aboard the ship Lively spotted the Americans working on Breed's Hill and a warning shot was fired. Boston awoke to the resounding blast and the British held a council of war. Generals Gage, Howe, Clinton and Burgoyne were in attendance.

With an army of 2,150 troops and 12 cannon, General Howe was sent to rout the American rebels. The American colonel John Stark waited until the British were within 50 feet of the redoubt, then gave orders to fire. In the first round of fire, three companies of Redcoats were felled. Howe quickly ordered his troops to retaliate and was driven back by heavy gunfire a second time. Morale soared high for the American troops, but they were running out of ammunition quickly.

After witnessing the British failures, General Clinton realized the British needed help. He sent over 400 fresh troops and moved onto the battlefield himself. Under the shower of gunfire, the British renewed a third assault on the American redoubt. Suddenly the American side fell silent, giving clue that the Americans had run out of gun powder. Seizing oppor

tunity the British cleared the redoubt but to their surprise they were met by the Americans, swinging their muskets like clubs. However bravery finally gave way to bullets and the Americans retreated, leaving Clinton victor over Breed's Hill.

The Battle of Breed's Hill dispelled the British myth that the Americans could not stand up to England's finest. According to Clinton, the Battle at Breed's Hill was, "A dear bought victory, another such would have ruined us."



The Invasion of Canada

Siege of St. Johns

1,500-1,800 American Troops

725 British Troops

0 Americans Captured

725 British Captured

Invasion of Montreal

[illegible] American Troops

[illegible] British Troops

[illegible] Americans Captured

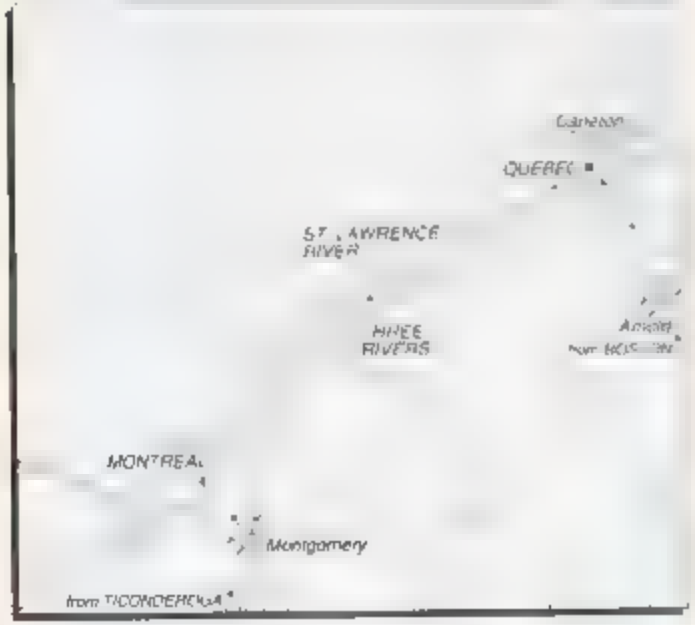
0 British Captured

Canada was an area full of potential for both sides of the American Revolution. The Revolutionaries anticipated getting the support of their French neighbors to push back the British. In addition, there were reports that only 700 British were posted to guard English territory in Canada. From the colonists' point of view, the waterways provided a perfect path to British outposts in Canada. They began a series of attacks across the waterways in the fall of 1775.

Lieutenant Colonel John Brown and Ethan Allen launched a surprise attack on Montreal. Though the raid was 300 troops strong, Ethan Allen was captured in the siege. The American Major Montgomery, who had besieged St. Johns for forty-five days, won British surrender on November 2, 1775. Taking St. Johns opened the main gateway for the Americans into Canada.

Taking the matter into his own hands, Commander-in-Chief George Washington ordered an expedition to attack Quebec without the approval of Congress. He appointed Benedict Arnold in command of troops which were to sail from Newbury Port for Quebec on September 19, 1775. Washington ordered boats built to navigate the 320 miles of rapids and shallows leading to Quebec.

Benedict Arnold's expedition was one of the most extraordinary operations of the Revolution. His troops were forced to endure freezing weather, exposure to harsh winter storms, and their provisions spoiled during the journey. Roughly 100 Americans died and one-third of the troops turned back before reaching the shores of the St. Lawrence River on November 3, 1775. Ten days later, Major General Montgomery joined Arnold with 300 more troops and the forces besieged Quebec. England defended Quebec with a mixed force of 1,200 troops.

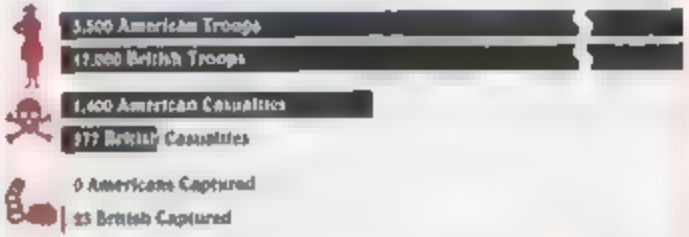


On the morning on December 31, the Americans decided to advance. Montgomery and 50 other troops were lost during the attack, while General Arnold took a serious wound. Nevertheless, the Americans continued to besiege Quebec throughout the winter.

By May 6, 1776, there were reports that the British General John Burgoyne would arrive by the spring thaw with a force of 10,000. By the time his advance brigades dropped anchor, the Americans had already begun to withdraw. The end of the occasion saw the American troops retreat back up the St. Lawrence and forced out of Canada.

Canada remained the important supply depot and refuge for Loyalists throughout the war. The British maintained control in Canada virtually unchallenged for the remainder of the Revolution.

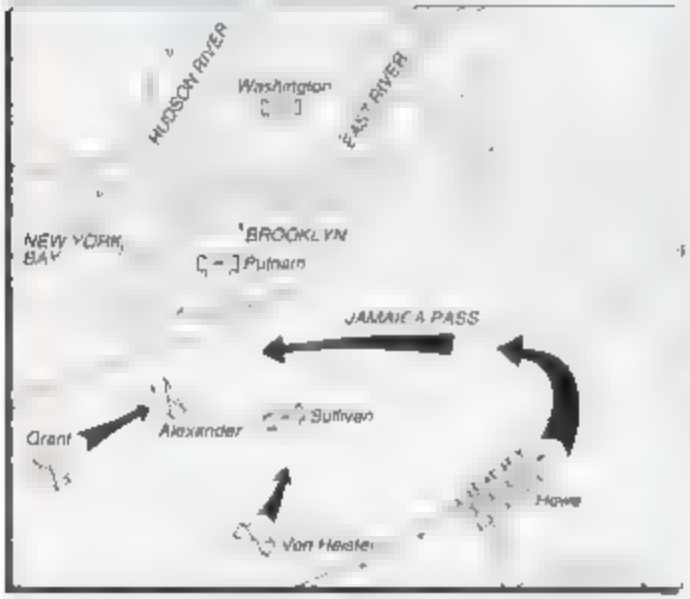
The Battle of Long Island



On May 10, 1776, commander-in-chief George Washington ordered General Charles Lee to Long Island, which gave the Americans a direct path to Boston. The British were forced to make a swift counterattack to push the American troops under control and secure the route to Boston. Perhaps realizing the error, Battle of Brooklyn, the British chose the safer. By March 17, the British had weighed anchor for Halifax.

Despite the evacuation of defeat at Boston, Major General William Howe decided New York was the next target for the British. New York held many logistical advantages for the British. The area was believed to be strongly Loyalist, and Howe anticipated that the New Yorkers could supply the British with provisions they could not transport from England. In August, Howe was in Staten Island with an army 5,000 strong and 8,000 Hessian reinforcements had arrived. Howe ordered his troops into action on August 22.

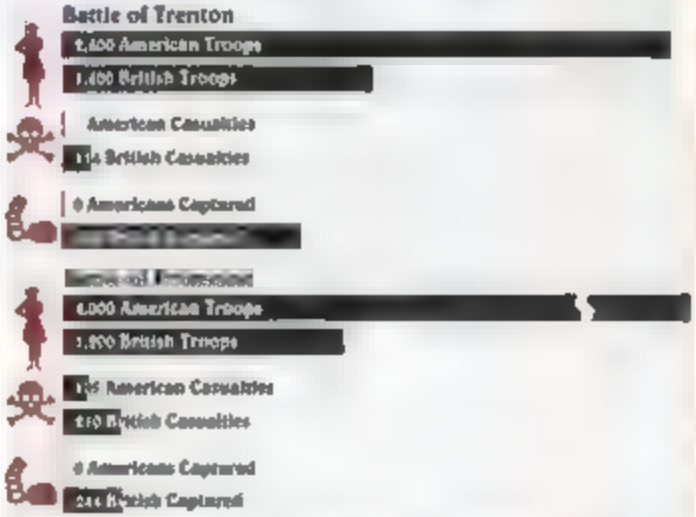
Following a plan conceived by Major General Henry Clinton, Howe's army approached the Americans at their weakest point, at Jamaica Pass. General James Grant marched toward Gravesend, at the southwest end of Long Island to attack Lord Stirling. A Loyalist sympathizer from Germany, General Philip von Heister led his men to the east of Grant, to attack the line held by Colonel Edward Hand.



Once the Americans were involved in the skirmishes on either side of Jamaica Pass, they were too distracted to notice General Clinton move in from the flank and sweep past Major General Sullivan (who had taken command from Nathanael Green because of his illness). This crucial maneuver occurred on the night of August 26th, with the help of a Tory farmer guiding Clinton's regiment.

The Americans retreated to Brooklyn, losing Jamaica Pass to the British. By August 29th, however, Washington abandoned all hope of rescuing his positions and withdrew from Brooklyn. On a rainy night, a brigade of fishermen under Colonel John Glover ferried 10,000 American troops and their equipment from Brooklyn to Manhattan. When Howe's troops finally arrived at Brooklyn, they encountered no resistance; not a single American had stayed behind to meet them.

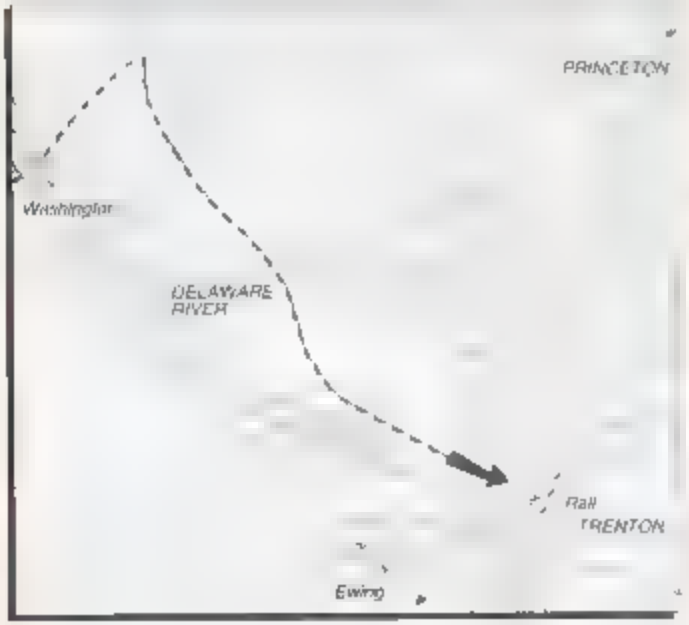
The New Jersey Invasion



Following the British success at Long Island, the Continental Army was hounded by the British. The approaching winter found the American forces weary and demoralized, yet Howe was unable to deliver a decisive defeat.

Washington withdrew his forces across New Jersey toward Philadelphia and by December 7, 1776, his troops were safely positioned off the Delaware River. In the march over 100 miles, many of his men became ill or deserted. The colonial army seemed to be unraveling before the Commander-in-Chief's eyes.

The British forces, led by Lord Cornwallis, followed Washington at his retreat. They came close to intercepting the American forces at Newark, New Brunswick, Princeton, and Trenton. Washington burned bridges behind him as he fled, however, and with no easy way to cross water ways, a five-day march actually took three weeks for Lord Cornwallis.



In September 1776, New York City burned down and Howe and his troops were forced to find new cover for the approaching winter. He settled on Trenton for from there he could amass supplies from the nearby farms of New Jersey. Meanwhile, Howe heard of Washington's losses and felt reassured that the Americans would try nothing drastic through the winter months.

When Washington learned that Howe was positioned a short march away, he began to plan his boldest move of the war. His plan entailed an overnight expedition across the Delaware River to Trenton. Colonel John Cadwalader would distract the German garrison at Bordentown with 1,800 troops.

On Christmas Eve, Washington and his men set out for Trenton. The Delaware was not a welcoming path that night. Thankfully, Colonel John Glover again brought his regiment of Massachusetts fishermen to Washington's aid. Glover's boats sailed Washington's troops through ice, rain, and wind, safely to the other side of the Delaware.

Half way into the eight mile march to Trenton, Washington's troops split into two units. Major General John Sullivan would attack Trenton from the river side and Nathaniel Greene's unit would circle the town from the northeast.

The Hessian soldiers, meanwhile, passed the time celebrating the holiday. When they were awakened by musket fire at 8:00 AM on Christmas Day, needless to say, they were in no condition to retaliate. By 9:30 AM, the three Hessian regiments at Trenton had struck their colors.

The New Jersey Invasion was a much needed victory for Washington. It boosted the morale of the colonial forces immeasurably. The victory also taught the British a lesson about the American forces. Even when the odds were against the Americans, the British could not rule out the possibility of a colonial attack.

The Battles of Saratoga

Battle of Freeman's Farm

3,000 American Troops

3,000 British Troops

283 American Casualties

600 British Casualties

Battle of Bemis Heights

4,800 American Troops

2,900 British Troops

[illegible] American Casualties

196 British Casualties

0 Americans Captured

900 British Captured

In the summer of 1777, British General Howe was fighting in Pennsylvania, caught in a struggle with General Washington. As he had requested, General John Burgoyne was en route from Canada to provide backup support.

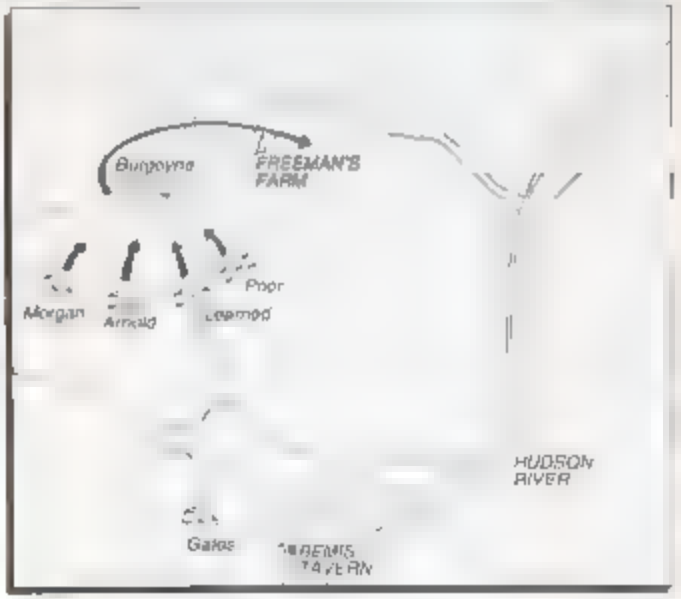
Burgoyne moved down Lake Champlain without event, and successfully drove the Americans out of Fort Ticonderoga along the way. However, after this victory he held back instead of charging ahead, and from this time on his accomplishments were few.

West of the Hudson, General Horatio Gates positioned his American troops in Bemis Heights, well-fortified with an entrenchment and redoubts by the Polish Engineer Colonel Thaddeus Kosciuszko. When Burgoyne finally crossed the Hudson, he met up with Gates's troops in a battle to gain Freeman's Farm.

Burgoyne divided his army of 4,600 into three attacking columns and attacked in an elite formation. Artillery batteries were ready to back up each column. On September 19, 1777, Brigadier James Hamilton moved

forward. When American Colonel Daniel Morgan saw Hamilton's advance, his men took aim at every advancing officer. Hamilton's troops held Morgan to a standoff, and Major General Benedict Arnold charged ahead to support Morgan. Simultaneously, Major General Riedesel charged in and the British won the day.

Burgoyne was trapped after his minor victory. With Howe in Pennsylvania, General Henry Clinton was his only hope for reinforcement. Clinton was in no hurry to rush to his aid, however, and left the majority of his troops in New York as he set off at a moderate place.



By the end of September, Clinton had seized two American forts in his path. Having lost some troops in the skirmishes, he refused to move on until he received reinforcement for his own army. Meanwhile Gates' army was increasing in size each day. By October, Gates was in com-

mand of 11,000 men as opposed to the 5,000 troops under Burgoyne. On October 7, 1777, Burgoyne launched his second attack, advancing his army in a 600 yard line. Gates fanned his troops out this time with Morgan on the west, General Enoch Poor on the east, and Brigadier General Ebenezer Learned attacking the center of the British line.

The British fell back and the Americans captured Freeman's Farm with few casualties. On October 8, Burgoyne held a council of war and it was decided that the British would negotiate with the Continental army for honorable terms. Gates, however, wanted an unconditional surrender from the British. In the end Burgoyne proposed to surrender his arms to the Americans and return his troops to England under the condition they would not serve again in America. Gates agreed, and the terms were signed on October 17, 1777.

Personalities of the Revolutionary War

Leaders of the American Forces

George Washington

George Washington led a career which rocketed him from simplicity to greatness. Trustworthy and persistent, he emerged as the ideal leader for the cause of the American Revolution.

As a volunteer in the Seven Years' War, his loyal duty brought his name to the attention of King George II. The King appointed him to the position of Commander of the Colonies' Frontier Defenses. The difficulties arising from this assignment, as well as his confidence as a member of the provincial regiment, prepared him to assume a crucial role in the War of Independence.

When Britain increased its imperial policies on the colonies in 1763, Washington advocated vigorous resistance in the Continental Congress. He was thereafter appointed as Commander-in-Chief of the Continental Army.

During the early years of his command, Washington's troops were generally poorly supplied, yet they stood up to Britain's attacks. His troops fought well and inflicted heavy casualties on the English troops. Washington scored his first victories at Trenton and Princeton in the winter of 1776–1777. The victories boosted spirits during a time when colonial morale was at its lowest. After weathering a long winter at Valley Forge, Washington emerged with a larger army exhibiting professional fighting techniques that led to future victories.

In 1789, George Washington became the first President of the United States. He served two terms in office, then retired to his estate in Virginia, Mount Vernon.

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Leaders of the British Forces

Thomas Gage

Thomas Gage was born the second son of a noble house in England. After eight years at Westminster School, he found that the army was one of the few promising paths open to younger sons of nobility. Thus, he opted for a career in the military.

In his first fifteen years of service, Gage's career was not unusual in any way. He rose in rank through the purchase of vacant commissions, became a Captain at twenty-three, and was a lieutenant colonel in his early thirties.

In 1755, Gage embarked for Alexandria, Virginia, under the command of Major General Edward Braddock. By 1758, he had raised a regiment of light infantry and attained a permanent position as Brigadier General. Although Gage rose through the ranks in a conventional manner, his staff seemed to be in training his own rank-like soldiers rather than training them for battle.

Gage turned down the chance to campaign in the West Indies and in 1760 chose to serve as Military Governor of Montreal. In this position, combat experience was less important than qualities such as intelligence, patience, and tact. Under peacetime conditions, Gage was an asset.

By the eve of the Revolution, Gage was promoted as commander-in-Chief of the British Army in North America. However, Gage's troops suffered heavy casualties in the battles of Lexington and Concord and in the Battle of Bunker Hill. His army was eventually blockaded in Boston and Gage was recalled from his position.

Sir William Howe

William Howe was the Commander-in-Chief of the British Army in North America from 1775 to 1778. In his three years as C-in-C, Howe was unable to end the rebellion in America.

In June 1776, Howe went to New York with the intention of engaging in a decisive battle with the Continental Army. But after examining the rebel defenses, Howe searched for a different strategy. His brother, Admiral Richard Howe, offered the solution. Richard Howe believed that the best way to end the colonial rebellion was through a show of force rather than through all out war. Once the colonists saw the full extent of England's military might, he reasoned, the rebellion would fizzle of its own accord.

Adopting his brother's strategy, Howe maneuvered the rebels out of Long Island, Manhattan, and New Jersey. For a while, a simple show of force worked successfully for the British, however Howe was surprised when it failed at Trenton and Princeton. Following these losses, Howe wavered between attacks on the Continental Army and maneuvers to recover territory. In his final plan of attack, Howe attempted to take New Jersey and Pennsylvania, but failed.

In England, William Howe's actions came under attack. His leniency towards the rebels and his lack of support for John Burgoyne in the battles of Saratoga ultimately led to a forced resignation from his position.

Sir Henry Clinton

Henry Clinton grew up in America and departed for England in 1749 when he was nineteen years old. He was able to enter the army due to his connections, and proved himself a gallant soldier in the Seven Years War. In 1775, Clinton was ordered to Boston with William Howe and John Burgoyne to strengthen the command of General Gage. By this time, Clinton was a Major General in charge of his own command.

Clinton's personality did not earn him many admirers among his colleagues. For the most part, he was shy and withdrawn. Although his career was marked by occasional successes, he was a failure as a commander.

In the Battle of Long Island, Clinton led his troops in an enveloping maneuver, going around the wing of the American army, then coming up behind the center of the American formation. This attack scored the most brilliant tactical triumph for British during the war. However, Clinton lent little support for the war effort after this point.

Clinton's career ended at the Battle of Yorktown. Even though Lord Cornwallis was actually to blame for the British loss, Clinton became the scapegoat and was ultimately forced into retirement.

John Burgoyne

John Burgoyne traveled back and forth between America and England during the early years of the war with the colonies. In 1777, he traveled to Canada on a mission to link up with Sir William Howe in Albany, New York. When Burgoyne arrived, however, Howe was in Pennsylvania, and he had to contend with the American Army under Horatio Gates.

In the Battle at Saratoga, Burgoyne was defeated and taken prisoner. Burgoyne was released in 1778, and returned to England under the condition that he never return to America. He assumed a seat in Parliament upon his return.

The main controversy surrounding John "Gentleman Johnny" Burgoyne concerns his role in the Battle of Saratoga in 1778. His defeat was viewed as the turning point in the War of Independence.

One school of thought maintains that Burgoyne was responsible for his own failure. He pressed on with his campaign in Saratoga even after he realized that it was doomed. Another school of thought holds that General Howe failed him, as well as Henry Clinton, who refused to provide backup at a crucial point. Whatever the reason, Burgoyne's failure was the final nail in the coffin for the British military in the War of Independence.

Foreign Participants

Marquis de La Fayette

As a young man, the Marquis de La Fayette was not attracted to court life. He was interested in pursuing a career in the French military. Once he was enlisted, he quickly realized that the French did not offer battlefield adventure during peacetime. Instead, he set his sights upon serving the

American Revolutionary Army across the Atlantic.

At the age of nineteen, La Fayette sailed to America and made his plea to the American Congress to allow him into their army. Congress was suspicious of foreign adventurers and questioned whether La Fayette could be trusted in the heat of battle. Yet La Fayette was so enthusiastic about the Republican principles for which the rebels were fighting that he offered to serve without pay. On July 31, 1777, Congress appointed La Fayette a Major General, but without a command and without pay.

In a short time, La Fayette gained the confidence and respect of Commander-in-Chief George Washington. La Fayette displayed true courage and leadership. With Washington's encouragement, Congress gave him a promotion and granted him his own command. His assignment was to invade and defeat British troops in Canada.

In January 1779, La Fayette returned to France as a lobbyist for the American Revolutionaries. One year later, he returned to America and took a post in Virginia. Soon after his return, he fought in the Battle at Yorktown where he helped trap Lord Cornwallis.

When La Fayette returned to France, he continued to lobby on behalf of the American cause. But the French Revolution brought about a change in his fortune. La Fayette was stripped of his wealth and his freedom. For several years, La Fayette was in exile. In 1799, he returned to France and settled in La Grange.

Thaddeus Kosciuszko

Thaddeus Kosciuszko was born into a family of Polish nobility. He was well educated at the Royal Military School in Warsaw, Poland, and at the School of Artillery and Engineering in Mezieres, France.

Upon completion of his schooling, Kosciuszko joined the military. With no opportunities for advancement, however, he left Poland and eventually landed in North America. On August 1776, he arrived in Philadelphia and earned a commission as Colonel of Engineers for the Continental Army.

Kosciuszko was one of the most successful foreign officers who served under George Washington. He oversaw the construction of numerous

strategic river and land fortifications. Even West Point, the main defensive position along the Hudson River, was a product of Kosciuszko's design.

Kosciuszko provided valuable service in battle as well, for the American army. In the Battle of Saratoga, he devised entrenchments and redoubts around Bemis Heights, and assisted in thoroughly routing the British forces led by Burgoyne.

After the Americans won their war for independence, Thaddeus Kosciuszko returned to Poland and led a short-lived Polish uprising.

Comte de Rochambeau

Born Jean-Baptiste-Donatien de Vimeur, Comte de Rochambeau served most of his life as a professional soldier. In 1742, he enlisted in the French Army. He served with distinction in the Seven Years' War and in the War of Austrian Succession. At the height of his military career, he served as the Commander of the French Expeditionary Force in the United States, 1780 – 1782.

In 1780, Rochambeau was promoted to Lieutenant-General and received command of a corps of 5,000 soldiers. He was dispatched immediately to Newport, Rhode Island, arriving on July 11, 1780. This was a particularly risky expedition, known as the Yorktown Campaign. The Americans had not yet asked for support from France, and it was feared that his 'uninvited' troops might not be welcomed by the colonists.

The expedition ultimately was a success in both diplomatic and military terms. In many ways this was a result of Rochambeau's patience and his professional competence. The Yorktown Campaign became a landmark in foreign military cooperation during the American Revolution.

Later on in life, Rochambeau played a minor political role in the French Revolution, and became a Marshal in 1791. He retired from the French Army in 1792.

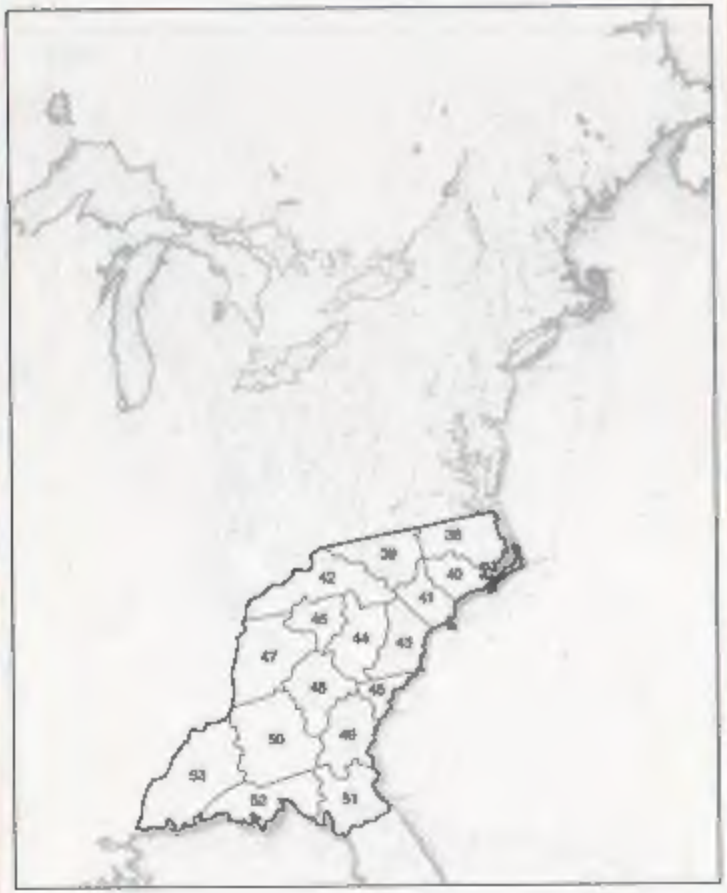
Maps

England's Colonies in North America

The New England Colonies

The Middle Colonies

The Southern Colonies



Acknowledgments

Koei would like to acknowledge the resources behind Liberty or Death. We recommend these fine books and maps to our game players who would like to discover more about the history and personalities of the Revolutionary War.

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